

RUST DEVILS

NPC PACK #1

A RAIDER GANG WITH A TASTE FOR TECHNOLOGY AND THE SMARTS TO USE THEM. FACE OFF AGAINST HEAVILY MODIFIED ROBOTS AND THEIR RAIDER OVERSEERS AT AN ABANDONED SATELLITE ARRAY.



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NEW LOCATIONS



NEW ITEMS AND GEAR

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Introduction

DEVILISH SCAVENGERS

“The Rust Devils are a group of ruthless raiders who utilize robots for their nefarious practices. They scour the Commonwealth looking for my kind. What they can’t capture and reprogramme, they strip down for spare parts.” —Ada

The Rust Devils are the most technologically savvy and dangerous raider gang. They are obsessed with robots and can often be encountered scouring the Commonwealth for robots to reprogramme or salvage, festooning themselves and their bases with tangles of wires, circuitry, and spare parts—even going so far as to fashion armor and weapons from their salvage. You may only encounter a few human gang members at a time but rest assured their reprogrammed robots will never be far away.

PLAYING THE RUST DEVILS

The Rust Devils rarely make any friends. They would prefer to blast a hole in someone and rob their corpse than try talking. This extends not only to other raiders but merchants and travelers as well. Don’t be fooled. Their tendency to shoot first and ask questions later isn’t due to a lack of queries. The rust devils have a culture of ruthlessness and suspicion, born from their leader Ivey. They treat anyone outside their gang as an immediate threat assuming the worst intentions.

When roleplaying a member of the Rust Devils, remember that they will likely exit any encounter they can’t win, then return with better tactics and bots. Higher-level rust devils are schemers, setting traps and taking advantage of any weaknesses. But Ivey ensures they don’t waste their time. Plans should be reserved for two things: revenge and reward.

COMBAT TACTICS

Inside combat, the Rust Devils separate into two main groups, a front guard and a back line. This two-group structure makes it harder for enemies to break the gang’s defenses. It keeps the gang members far enough from the action when the inevitable occurs: a detonation countdown begins. The Rust Devils jealously guard their tech secrets, typically rigging their bots to self-destruct rather than be captured and used against the gang.

The back line is normally reserved for the most experienced Rust Devils, taking potshots at their targets and issuing commands to their lower ranks and robotic servitors. Rust Devil leaders also prefer setting up ambushes for easy fights whenever possible. During combat, have the gang members coordinate their attacks, utilize the terrain, or cut off the player characters’ movements.

The front guard largely consists of the patrol's repurposed robots, always aggressively attacking or moving toward the first enemy they see until the threat is exterminated. These robots don't use the environment intelligently or take cover, taking the most direct route to their target. Robots equipped only with ranged weapons form rank between danger and their masters.

The Rust Devils try to bring more firepower than needed to any given encounter if it's planned and aren't above cutting their losses if things turn against them. Safe in the knowledge that their robots won't be captured, they can return with more firepower to finish the job. .

ENCOUNTERING IN THE WASTES

The Rust Devils love to scavenge for robots or parts wherever they go. You're likely to find them wherever robot parts can be found: RobCo factories, robotics disposal grounds, and Vaults are particular gang favorites. The rust devils also spend considerable time scouring the wasteland near their home base, looking for anything interesting. While traveling, most groups maintain a 50/50 split between robots and gang members as a general rule to maximize their unique combat strategies, though others may vary with their complement. The only time you would tend to see a force consisting only of humans would be limping home after a crushing defeat. If your group contains any Mister Handy units, you may want to introduce a squad of Rust Devils following them, an ever-present threat trying to capture your dear comrade.

PLACING A HOME BASE

In *Fallout 4*, the Rust Devils' home base is in the Fort Hagen satellite array, a pre-built location for which can be found on page 35. The Fort Hagen satellite array is positioned on top of a hill, away from larger structures in its immediate vicinity. As an old military communications outpost, it appears in the video game near a military camp named Fort Hagen, though this is up to your discretion.

If the players cleared the satellite array, or if you placed the Rust Devils in another location, remember they will require space to store and work on their robots, along with a consistent power supply and access to robot salvage. An old warehouse, factory, or possibly even one of their old scavenging spots make the perfect home base. The rust devils will try to fortify this area as much as possible, leaving traps and bots to defend themselves.

The Rust Devils are territorial and will raid nearby trade routes and settlements to further their goals. Local trading routes will likely adjust to avoid Rust Devil territories or bring significant protection with them if they must. Any Brotherhood of Steel camps or settlements draw significant tension as the two groups vie for resources and land.

LEADERSHIP

Initially, the Rust Devils are led by Ivey (see page 12). She is a ruthless leader that overlooks almost everything the gang does and rules through cunning and fear. Ivey also is described as sadistic by her subordinates. In reality, Ivey is willing to do anything to ensure the survival of her gang. She treats her gang members well as long as they do what she says when she says it. If Ivey is killed, a new leader takes over the Rust Devils, though without Ivey's advanced know-how and tenacity, the Rust Devils struggle to regain their former ferocity.

Chapter One

RUST DEVILS

RAIDERS

Rust Devils are distinguishable from other raiders by their repurposed robot armor and lack of circuitry. Whether recruits or veterans, they all have one thing in common, they won't go anywhere without an entourage of repurposed robots. Rust Devils are distinguishable from other raiders by their repurposed robot armor and lack of circuitry. Whether recruits or veterans, they all have one thing in common, they won't go anywhere without an entourage of repurposed robots.

RUST DEVIL SCROUNGER

The lowest of the low, these wannabe Rust Devils picked up a trick or two but have a long way to go before they can be counted as part of the gang.

Level 2, Human, Normal Character (17XP)

S	P	E	C	I	A	L
6	5	5	4	6	6	4
HP		INITIATIVE			DEFENSE	
7		11			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
210 lbs.		-			-	
PHYS. DR		ENERGY DR		RAD. DR	POISON DR	
2 (Torso); 1 (Arms, Legs)		2 (Torso); 1 (Arms, Legs)		0	0	
SKILLS						
Athletics			1	Science		2
Medicine			1	Small Guns		1
Melee Weapons ■			3	Survival		1
Repair ■			2	Unarmed		1
				(■ Tag Skill)		

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 7), 2 Physical damage
- **PIPE WRENCH:** STR + Melee Weapons (TN 9), 3 Physical damage
- **PIPE GUN:** AGI + Small Guns (TN 7), 3 Physical damage, Fire Rate 2, Range C, Close Quarters, Unreliable

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Scrounger may 'let rip' with a volley from their Pipe Gun. This adds the weapons Fire Rate of 2 to the weapon's damage for a single attack (for 5 total).

INVENTORY

Road Leathers, Robot Armor Chest, Pipe gun, Pipe Wrench, 10+5 rounds of .38 ammo, Wealth 1

RUST DEVIL IMP

Never far from the action, these uninitiated gang members are always keen to prove themselves and be allowed in on the Rust Devils' secrets.

Level 3, Human, Normal Character (24XP)

S	P	E	C	I	A	L
6	6	5	4	5	7	4
HP		INITIATIVE			DEFENSE	
8		13			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
210 lbs.		-			-	
PHYS. DR		ENERGY DR		RAD. DR	POISON DR	
2 (Torso, Legs); 1 (Arms)		2 (Torso, Legs)		0	0	
SKILLS						
Athletics		1		Small Guns ■		3
Medicine		1		Survival		1
Repair		2		Unarmed ■		2
Science		2		(■ Tag Skill)		
ATTACKS						
■ UNARMED STRIKE: STR + Unarmed (TN 8), 2 🗡️ Physical damage						
■ KNUCKLES: STR + Unarmed (TN 8), 3 🗡️ Physical damage, Concealed						
■ PIPE BOLT-ACTION: AGI + Small Guns (TN 10), 5 🗡️ Piercing Physical damage, Fire Rate 0, Range C, Unreliable						
SPECIAL ABILITIES						
■ HOTWIRE: Once per combat as a major action, the Rust Devil Imp may tinker with systems beyond their knowledge to increase the power of one robot within reach. The robot may reroll a single d20 on its next attack.						
INVENTORY						
Robot Armor chest, Robot Leg Armor x2, Raider Arm, Knuckles, Pipe Bolt-Action, 6+3 🗡️ .308 rounds, Wealth 1						

RUST DEVIL WELDER

The backbone of Rust Devil raids, you need someone to fix up any damaged bots after all the shooting stops or scrap those beyond repair.

Level 5, Human, Normal Character (38XP)

S	P	E	C	I	A	L
5	7	5	4	5	7	5
HP		INITIATIVE			DEFENSE	
10		14			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
200 lbs.		-			-	
PHYS. DR		ENERGY DR		RAD. DR	POISON DR	
2 (Head); 3 (Chest); 2 (Legs); 1 (Arms)		2 (Head, Torso, Legs)		0	0	
SKILLS						
Explosives ■		3		Small Guns ■		4
Medicine		1		Survival		1
Repair		2		Unarmed		1
Science		2		(■ Tag Skill)		
ATTACKS						
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2 Physical damage						
■ KNUCKLES: STR + Unarmed (TN 6), 3 Physical damage, Concealed						
■ FRAG GRENADE: PER + Explosives (TN 10), 6 Physical damage, Blast, Throwing, Range M						
■ SCOPED ASSAULT RIFLE: AGI + Small Guns (TN 11), 5 Burst, Physical Damage, Fire Rate 2, Accurate, Two-Handed, Range M						

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Rust Devil Welder may 'let rip' with a volley from their Assault Rifle. This adds the weapons Fire Rate of 2 to the weapon's damage for a single attack (for 7  total). The welder may use the Assault Rifle's Burst effect for free on this attack, but the weapon's Accurate quality may not be used on this attack.
- **RUST DEVIL SUBROUTINES:** The Rust Devil Welder may spend a minor action to order a Rust Devil robot of equal or lower level within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order a Rust Devil Robot to take a major action immediately.
- **FIELD PATCH:** When the Rust Devil welder makes a repair check, the difficulty of the test is reduced by 1 to a minimum of 0. In addition, robots repaired by the Rust Devil Welder gain either +2 physical or energy damage resistance until the end of the scene. A robot repaired in this way cannot benefit from this ability more than once in a scene.

INVENTORY

Robot Armor Heavy Chest, Raider Arm, Knuckles, Scoped Assault Rifle, 8+4  5.56mm rounds, Welder's Visor, Robot Repair Kit, 3 Frag Grenades, Wealth 1

RUST DEVIL SCRAPPER

Adept at letting others do their dirty work, you'll find a Rust Devil Scrapper enacting subroutines from somewhere out of the firing line or bagging the choicest parts after a shootout.

Level 6, Human, Normal Character (45XP)

S	P	E	C	I	A	L
4	8	5	4	6	6	5

HP	INITIATIVE	DEFENSE
11	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
190 lbs.	-	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Chest, Arms); 1 (Legs)	2 (Chest, Arms); 1 (Legs)	0	0

SKILLS			
Athletics	1	Science	2
Medicine	1	Small Guns ■	4
Melee Weapons	2	Survival	2
Repair ■	3	Unarmed	1
			(■ Tag Skill)

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 5), 2  Physical damage	
■ KNUKLES: STR + Unarmed (TN 5), 3  Physical damage	
■ SCOPED LONG PIPE BOLT-ACTION RIFLE: AGI + Small Guns (TN 10), 5  Piercing Physical damage, Fire Rate 0, Two-handed, Accurate, Range M, Unreliable	

SPECIAL ABILITIES
■ RUST DEVIL SUBROUTINES: The Rust Devil Scrapper may spend a minor action to order a Rust Devil robot of equal or lower level within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order a Rust Devil Robot to take a major action immediately. ■ TARGET THE JOINTS: Once per combat, the Rust Devil Scrapper may add +2  damage to any attack that targets a robot.
INVENTORY
Road Leathers, Robot Armor Chest, Robot Armor Arm x2, Knuckles, Scoped Long Pipe Bolt-Action Rifle, 6+3  .308 Ammo, Wealth 2

RUST DEVIL CUTTER

A surefire way to tell who's who amongst any Rust Devils encountered in the wastes. The more robotic parts strapped to them, the higher their rank within the gang. These experienced Rust Devils also tinker and command several robot subordinates to do their dirty work.

Level 8, Human, Normal Character (60XP)

S	P	E	C	I	A	L
7	5	6	4	6	6	5
HP		INITIATIVE		DEFENSE		
13		11		1		
CARRY WEIGHT		MELEE BONUS		LUCK POINTS		
220 lbs.		+1 		-		
PHYS. DR	ENERGY DR		RAD. DR		POISON DR	
2 (Head, Torso, Arms); 1 (Legs)	2 (Head, Torso, Arms); 1 (Legs)		0		0	

SKILLS			
Athletics	1	Science	2
Medicine	2	Small Guns	2
Melee Weapons ■	4	Survival	2
Repair ■	3	Unarmed	2
(■ Tag Skill)			

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 9), 3  Physical damage	
■ MISTER HANDY BUZZ BLADE: STR + Melee Weapons (TN 11), 5  Vicious, Physical damage, Two-Handed	
■ 10MM PISTOL: AGI + Small Guns (TN 8), 4  Physical damage, Fire Rate 2, Range C, Close Quarters, Reliable	

SPECIAL ABILITIES
■ AGGRESSIVE: The Rust Devil Cutter is quick to action when they sense prey. When the cutter enters a scene, immediately generate 1 AP. If the cutter is an ally, this goes into the group pool. If they are an enemy, it goes into the GM's pool. ■ LET RIP: Once per combat, the Rust Devil Cutter may 'let rip' with a volley from their 10mm Pistol. This adds the weapons Fire Rate of 2 to the weapon's damage for a single attack (for 6  total). ■ RUST DEVIL SUBROUTINES: The Rust Devil Cutter may spend a minor action to order a Rust Devil robot of equal or lower level within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order a Rust Devil robot to take a major action immediately.

INVENTORY
Road Leathers, Robot Armor Chest, Robot Armour Helmet, Mister Handy Buzz Blade, 10mm Pistol, 8+4  10mm rounds, Wealth 2

RUST DEVIL FIEND

Just because you can't see them doesn't mean they can't see you, Rust Devil Fiends excel at finding the perfect vantage point to watch the battle unfold and make some well-placed shots.

Level 9, Human, Normal Character (67XP)

S	P	E	C	I	A	L
5	8	5	4	6	7	5

HP	INITIATIVE	DEFENSE
13	15	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	-	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Chest, Arms); 1 (Legs)	2 (Chest, Arms); 1 (Legs)	0	0

SKILLS			
Melee Weapons	2	Sneak	2
Repair ■	4	Survival	3
Science	3	Unarmed	1
Small Guns ■	4		
		(■ Tag Skill)	

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 6), 2  Physical damage	
■ KNUCKLES: STR + Unarmed (TN 6), 3  Physical damage, Concealed	
■ SCOPED LONG HARDENED PIPE BOLT-ACTION RIFLE: AGI + Small Guns (TN 11), 6  Piercing Physical damage, Fire Rate 0, Range L, Two-handed, Accurate, Unreliable	

SPECIAL ABILITIES

- **RUST DEVIL SUBROUTINES:** The Rust Devil Fiend may spend a minor action to order a Rust Devil robot of equal or lower level within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order a Rust Devil robot to take a major action immediately.
- **TARGET THE JOINTS:** Once per combat, the Rust Devil Fiend may add +2  damage to any attack that targets a robot.

INVENTORY

Road leathers, Knuckles, Hunting Rifle (Standard Stock, Hardened Receiver, Long Barrel, Long Scope), 6+3  .308 rounds, Robot Armor Chest, Robot arm armor x2, Wealth 2

RUST DEVIL SPLICER

Sometimes, an Assaultron is far too damaged to make the simplest combat robot. In this case, a splicer must find other uses or applications. If you're brave or creative enough to attempt it, you can remove the head and wield it as a hand weapon. Using such a weapon is the mark of the Rust Devil Splicers and is considered an honor within the gang.

Level 12, Human, Normal Character (88XP)

S	P	E	C	I	A	L
5	7	6	5	6	7	5

HP	INITIATIVE	DEFENSE
18	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	-	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	0	0

SKILLS			
Athletics	1	Repair ■	4
Energy Weapons ■	4	Science	2
Explosives	1	Small Guns	2
Medicine	2	Survival	2
Melee Weapons	2	Unarmed	2
(■ Tag Skill)			

ATTACKS	
■ UNARMED STRIKE: STR + Unarmed (TN 7), 2  Physical damage	
■ ASSAULTRON HEAD MK IV: PER + Energy Weapons (TN 11), 7  Piercing Energy damage, Fire Rate 0, Range C, Unstable Radiation	
■ MISTER HANDY BUZZ BLADE: STR + Melee Weapons (TN 7), 4  Vicious Physical damage, Two-Handed	

SPECIAL ABILITIES	
■ AGGRESSIVE: The Rust Devil Splicer is quick to action when they sense prey. When the cutter enters a scene, immediately generate 1 AP. If the splicer is an ally, this goes into the group pool. If they are an enemy, it goes into the GM's pool.	
■ RUST DEVIL SUBROUTINES: The Rust Devil Splicer may spend a minor action to order a Rust Devil robot of equal or lower level within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order a Rust Devil robot to take a major action immediately.	
■ REBOOT: Once per combat, the Rust Devil Splicer stabilizes a disabled robot and restores 4 Health Points. The robot can also use their "once per combat" abilities again. The robot must be physically intact and not destroyed.	
■ ENERGY OVERLOAD: Twice per combat, the Rust Devil Splicer can re-roll up to 2  on a single damage roll with an energy weapon.	

INVENTORY	
Mister Handy Buzz Blade, Assaultron Head Mk IV Capacitor, Road Leathers, Robot Armor Chest, Robot Armour Helmet, Robot Armor Arm x2, Robot Armor Leg x2, Stimpack, Wealth 3	

The Resourceful Rust Devil Splicers

Rust Devil Splicers roam the Commonwealth wasteland, scavenging and reassembling advanced robotic parts to suit their needs.

By attaching an Assaultron's head to its arm as a makeshift bladed melee weapon, the Rust Devil Splicers demonstrate their resourcefulness and aptitude for using robotic components in innovative ways.



LOCKJAW

Lockjaw oversees the exterior defenses of the Rust Devils base at the Fort Hagen satellite array. Although a formidable raider in his own right, he is known for programming the robots under his command to do his job for him, allowing him to sneak off and catch a nap or two while on duty—and only occasionally getting caught.

**Level 14, Human,
Notable Character (204XP)**

S	P	E	C	I	A	L
7	7	6	5	8	8	8
HP		INITIATIVE			DEFENSE	
28		17			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
220 lbs.		+1 			4	
PHYS. DR	ENERGY DR	RAD. DR		POISON DR		
2 (All)	2 (All)	0		0		
SKILLS						
Athletics		2	Small Guns ■			4
Explosives		3	Sneak			3
Melee Weapons		3	Survival			2
Repair ■		4	Unarmed			3
Science ■		4				
		(■ Tag Skill)				
ATTACKS						
■ UNARMED STRIKE: STR + Unarmed (TN 10), 3  Physical damage						
■ SAWED-OFF HARDENED DOUBLE-BARREL SHOTGUN: AGI + Small Guns (TN 12), 6  Spread, Vicious Physical damage, Fire Rate 0, Range C, Inaccurate, Close Quarters						
■ POWER FIST: STR + Unarmed (TN 10), 5  Physical damage, Stun						

SPECIAL ABILITIES

- **RUST DEVIL SUBROUTINES:** Lockjaw may spend a minor action to order a Rust Devil Robot of equal or lower level within Close range to immediately perform a minor action. Alternatively, they may spend a major action to order a Rust Devil Robot to take a major action immediately.
- **SCATTERSHOT:** When Lockjaw makes an attack with a shotgun, he may make an additional major action for 1 AP rather than 2 AP, as long as the additional action is also a ranged attack with the same shotgun.
- **REBOOT:** Once per combat, Lockjaw Splicer stabilizes a disabled robot and restores 4 Health Points. The robot can also use their “once per combat” abilities again. The robot must be physically intact and not destroyed.

INVENTORY

Road Leathers, Robot Armor Chest, Robot Armour
Helmet, Robot Armor Arm x2, Robot Armor Leg
x2, Power Fist, Double-Barrel Shotgun, 6 + 3 
Shotgun Shells, Stimpack, Wealth 3

IVEY

As intelligent as she is deadly, Ivey leads the Rust Devils with an iron fist. She is an impressive scientist and mechanic who has turned her skills to craft the most powerful robots in the wastelands. Equipped with a customized T-60 power armor, Ivey is a fierce combatant, utilizing Tesla weapons and lighting to fry her opponents from afar while her robots hold the front lines. If her overwhelming firepower were not enough, she is a shrewd tactician with a good understanding of her forces and abilities, laying out plots to take down those who offended her and adorn their bones on her robots.



Level 16, Human, Major Character (348 XP)

S	P	E	C	I	A	L
7(11)	9	8	8	9	7	9
HP		INITIATIVE			DEFENSE	
42 (10 Head, 21 Chest, 10 Legs, 10 Arms)		20			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
360 lbs.		+3 			9	
PHYS. DR	ENERGY DR	RAD. DR		POISON DR		
7 (Head); 9 (Chest); 6 (Arms, Legs)	6 (Head); 8 (Chest); 5 (Arms, Legs)	9 (Chest); 7 (Head, Arms, Legs)		0		
SKILLS						
Athletics	4	Science ■			4	
Energy Weapons ■	5	Speech			3	
Medicine	2	Survival ■			4	
Melee Weapons	3	Unarmed			3	
Repair ■	5	(■ Tag Skill)				

ATTACKS

- **UNARMED STRIKE:** STR + Unarmed (TN 14), 7 Energy damage
- **TESLA RIFLE:** PER + Energy Weapons (TN 14), 7 Arc Energy damage, Fire Rate 2, Two-Handed, Range M

SPECIAL ABILITIES

- **LET RIP:** Once per combat, Ivey may 'let rip' with a volley from her Tesla Rifle. This adds the weapons Fire Rate of 2 to the weapon's damage for a single attack (for 9 total).
- **ADVANCED RUST DEVIL SUBROUTINES:** Ivey may spend a minor action to order any Rust Devil robot to immediately perform a minor action. Alternatively, she may spend a major action to order a Rust Devil robot to take a major action immediately.
- **TESLA POWER ARMOR:** The arms and chest of Ivey's Power Armor have been modified with Tesla Coils. Any creature that makes a melee attack against Ivey suffers 4 Energy damage. This effect continues unless the chest and both arms of Ivey's Power Armor are damaged.
- **LASER COMMANDER:** Ivey's proficiency with energy weapons is such that her attacks with ranged energy weapons inflict +2 damage (included in statistics).
- **REBOOT:** Once per combat, Ivey stabilizes a disabled robot and restores 5 Health Points. The robot can also use their "once per combat" abilities again. The robot must be physically intact and not destroyed.
- **REWIRE:** As a minor action, Ivey may tinker with systems within her knowledge to increase the power of one robot within reach. The robot may reroll a single d20 on its next attack.
- **TARGET THE JOINTS:** Once per combat, Ivey may add +2 damage to any attack that targets a robot.

INVENTORY

Power Armor Frame, Full Suit of T-60 Power Armor, Tesla Bracers, Tesla Rifle, 14+7 Fusion Cells, Wealth 3

ROBOTS

Robots under the control of the Rust devils all have one in common: devotion. Whether they are scavenged, salvaged, or modded beyond recognition, all are loyal to Ivey and her devils. Programmed to work alongside the human members of the Rust Devils, these robots are particularly collaborative and strategize effortlessly with their gang. Exposed circuitry, visible welds, and bones are commonplace—transforming their rusted bodies from junkyard waste to nightmarish machinations.

PROTECTRON DEVIL

One of RobCo Industries' most successful lines of robots, salvaged and repurposed by the Rust Devils. This robot's armor has been stripped away, and repurposed to protect its human masters, exposing its circuitry. Usually found in packs either accompanying Rust Devils or other Protectron Devils as they roam the Commonwealth searching for more robots to salvage.

Level 2, Robot, Normal Creature (17 XP)

BODY	MIND	MELEE	GUNS	OTHER
4	5	2	2	2
HP	INITIATIVE	DEFENSE		
6	9	1		
PHYS. DR	ENERGY DR	RAD. DR	POISON DR	
3 (All)	3 (All)	Immune	Immune	
ATTACKS				
CLAWS: BODY + Melee (TN 6), 3 Physical damage ARM LASERS: BODY + Melee (TN 6), 3 Burst, Piercing Energy damage, Range C, Fire Rate 4 SELF DESTRUCT: BODY + Melee (TN 6), 6 Physical damage, Blast				

SPECIAL ABILITIES

- **ROBOT:** The Protectron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat p.34*).
- **IMMUNE TO POISON:** The Protectron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Protectron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** the Protectron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **ARM LASERS:** If one of a Protectron's arms suffers an injury, the Fire Rate of its Arm Lasers decreases to 2. If both its arms are injured, it can no longer attack with its Arm Lasers.
- **LET RIP:** Once per combat, the Protectron may 'let rip' with a volley from their Arm Lasers. This adds the weapon's Fire Rate of 4 to the weapon's damage for a single attack (for 7 total), and allows them to use the Burst damage effect without spending ammo. If one of the Protectron's Arm Lasers is injured, this special attack decreases to 5 damage.
- **SELF-DESTRUCT:** If both of a Protectron's arms are injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Protectron Devil after it attempts this attack.
- **JAGGED ARMOR:** When the Protectron Devil is attacked with a melee attack, if no hits are scored, the attacker takes 2 physical damage.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Protectron with a successful **INT + Science** test with a difficulty of 1. This yields 2  units of common materials with +1  per AP spent, and each Effect yields 1 uncommon material.

PROTECTRON SCOURGE

Trading the clean lines and round shapes of its original design for jagged metal and tangled wire, the Rust Devils upgraded this Protectron in every way. Thicker armor and better targeting protocols result in a deadlier and tougher robot than its predecessor. Utilized whenever the Protectron Devil isn't quite enough anywhere the Rust Devils go, the Protectron Scourge will follow.

**Level 6, Robot, Raider,
Normal Creature (45XP)**

BODY	MIND	MELEE	GUNS	OTHER
6	5	4	3	2

HP	INITIATIVE	DEFENSE
12	11	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	3 (All)	Immune	Immune

ATTACKS

- **CLAWS: BODY + Melee** (TN 10), 4  Physical damage
- **ARM LASERS: BODY + Guns** (TN 9), 4  Burst, Piercing Energy damage, Range C, Fire Rate 4
- **SELF DESTRUCT: BODY + Melee** (TN 10), 6  Physical damage, Blast

SPECIAL ABILITIES

- **ROBOT:** The Protectron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).

SPECIAL ABILITIES

- **IMMUNE TO POISON:** The Protectron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **ROBOT:** The Protectron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO POISON:** The Protectron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Protectron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Protectron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **ARM LASERS:** If one of a Protectron's arms suffers an injury, the Fire Rate of its Arm Lasers decreases to 2. If both its arms are injured, it can no longer attack with its Arm Lasers
- **LET RIP:** Once per combat, the Protectron may 'let rip' with a volley from their Arm Lasers. This adds the weapon's Fire Rate of 4 to the weapon's damage for a single attack (for 8  total), and allows them to use the Burst damage effect without spending ammo. If one of the Protectron's Arm Lasers is injured, this special attack decreases to 6  damage.
- **SELF-DESTRUCT:** If both of a Protectron's arms are injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Protectron Scourge after it attempts this attack.
- **JAGGED ARMOR:** When the Protectron Scourge is attacked with a melee attack, if no hits are scored, the attacker takes 2  Physical damage.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Protectron with a successful **INT + Science** test with a difficulty of 1. This yields 2  units of common materials with +1  per AP spent, and each Effect yields 1 uncommon material.

DOOM PROTECTRON

Both inside and out, this Protectron is truly a new beast. With upgraded weapons and an advanced targeting card, the improvements to a Doom Protectron are more than just software tweaks. Still, unlike other expensive variants, the Doom Protection remains a sturdy and easily produced machine. These robots can still be found abundantly amongst Rust Devil raiding groups in smaller numbers than their predecessors.

Level 10, Robot, Normal Creature (74XP)

BODY	MIND	MELEE	GUNS	OTHER
7	6	4	4	2

HP	INITIATIVE	DEFENSE
17	13	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	3 (All)	Immune	Immune

ATTACKS
■ CLAWS: BODY + Melee (TN 11), 5  Physical damage ■ ARM LASERS: BODY + Guns (TN 11), 4  Burst, Piercing Energy damage, Range C, Fire Rate 4 ■ SELF DESTRUCT: BODY + Melee (TN 11), 6  Physical damage, Blast

The Versatile Doom Protectrons

Doom Protectrons are characterized by their boxy, humanoid shape and can be programmed to fulfill different roles, such as law enforcement, medical assistance, security and maintenance or even customer service.

Doom Protectrons are commonly found in and around factories, military installations, and vaults.



SPECIAL ABILITIES

- **ROBOT:** The Protectron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO POISON:** The Protectron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Protectron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Protectron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **ARM LASERS:** If one of a Protectron's arms suffers an injury, the Fire Rate of its Arm Lasers decreases to 2. If both its arms are injured, it can no longer attack with its Arm Lasers.
- **LET RIP:** Once per combat, the Protectron may 'let rip' with a volley from their Arm Lasers. This adds the weapon's Fire Rate of 4 to the weapon's damage for a single attack (for 8  total), and allows them to use the Burst damage effect without spending ammo. If one of the Protectron's Arm Lasers is injured, this special attack decreases to  damage.
- **SELF-DESTRUCT:** If both of a Protectron's arms are injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Doom Protectron after it attempts this attack.
- **JAGGED ARMOR:** When the Doom Protectron is targeted with a melee attack, if no hits are scored, the attacker takes 2  Physical damage.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Protectron with a successful **INT + Science** test with a difficulty of 1. This yields 3  units of common materials with +1  per AP spent, and each Effect yields 1 uncommon material.

PROTECTRON BASILISK

The furthest a Protectron can be from its original form yet still be classified as a protectron, becoming truly a member of the Rust Devils. With spiked and serrated body pieces and a tall jagged head inset with a human skull. It is well-armed and armored, wielding a railway rifle attached to one arm and a flamer to the other. These amalgamations of robotics and malice are found in the company of high-ranking Rust Devils, Assaultron Gorgons, or Mister Handy Annihilators.

Level 13, Robot, Mighty Creature (190XP)

BODY	MIND	MELEE	GUNS	OTHER
10	7	5	4	3

HP	INITIATIVE	DEFENSE
46	17	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	3 (All)	Immune	Immune

ATTACKS

- **RAILWAY RIFLE: BODY + Guns** (TN 14), 10  Breaking Physical damage, Range M, Fire Rate 0, Debilitating, Unreliable
- **FLAME JET: BODY + Guns** (TN 14), 3  Burst, Persistent, Spread, Energy damage, Range C, Fire Rate 4, Debilitating, Inaccurate
- **SELF DESTRUCT: BODY + Melee** (TN 15), 10  Physical damage, Blast

SPECIAL ABILITIES

- **ROBOT:** The Protectron is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO POISON:** The Protectron reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Protectron reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

SPECIAL ABILITIES

- **IMMUNE TO DISEASE:** The Protectron is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **LET RIP:** Once per combat, the Protectron may 'let rip' with a volley from their Flame Jet. This adds the weapon's Fire Rate of 4 to the weapon's damage for a single attack (for 7  total), and allows them to use the Burst damage effect without spending ammo. This special attack cannot be used if the Protectron's Flame Jet is injured.
- **SELF-DESTRUCT:** If both of a Protectron's arms are injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Protectron Basilisk after it attempts this attack.
- **JAGGED ARMOR:** When the Mister Handy War Machine is targeted with a melee attack, if no hits are scored, the attacker suffers 2  Physical damage.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Protectron with a successful **INT + Science** test with a difficulty of 1. This yields 6 +3  Railway Spikes, 12+6  Flamer Fuel canisters, and 3  common materials with +  per AP spent, and each Effect yielding 1 uncommon material.

MISTER HANDY WAR MACHINE

A Mister Handy unfortunate enough to fall into the hands of the Rust Devils. Most of this robot's armor has been stripped away, its safety protocols disabled, and new aggressive subroutines installed. This Mister Handy variant charges headfirst into the fray, heedless of its own survival.

Level 6, Robot, Normal Character (45XP)

S	P	E	C	I	A	L
6	6	7	4	6	5	4

HP	INITIATIVE	DEFENSE
13	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
150 lbs.	-	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

SKILLS			
Big Guns ■	4	Repair	3
Explosives	3	Science	2
Melee Weapons ■	4		
			(■ Tag Skill)

ATTACKS

- **BUZZSAW:** STR + Melee (TN 10), 3  Piercing Physical damage
- **FLAMER:** END + Big Guns (TN 11), 3  Burst, Persistent, Spread, Energy damage, Range C, Fire Rate 4, Debilitating, Inaccurate
- **SELF DESTRUCT:** END + Explosives (TN 10) 6  Physical damage, Blast

SPECIAL ABILITIES

- **ROBOT:** The Mister Handy War Machine is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO POISON:** The Mister Handy War Machine reduces all Poison damage suffered to 0 and cannot suffer any damage from the effects of poison.
- **IMMUNE TO RADIATION:** The Mister Handy Annihilator reduces all Radiation damage suffered to 0 and cannot suffer any damage from the effects of radiation.

SPECIAL ABILITIES

- **IMMUNE TO DISEASE:** The Mister Handy War Machine is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **MISTER HANDY:** The Mister Handy War Machine has 360° vision and improved sensory systems that can detect smells, chemicals, and radiation, reducing the difficulty of PER tests that rely on sight and smell by 1. It moves by jet propulsion, hovering about the ground, unaffected by difficult terrain or obstacles.
- **SELF-DESTRUCT:** If all of a Mister Handy War Machine's arms are injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Mister Handy War Machine after it attempts this attack.
- **JAGGED ARMOR:** When the Mister Handy War Machine is targeted with a melee attack, if no hits are scored, the attacker suffers 2 🧨 Physical damage.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Mister Handy War Machine with a successful **INT + Science** test with a difficulty of 1. This yields 2d20 Flamer Fuel, 2 🧨 Common materials with +1 AP per spent, and each Effect yields 1 uncommon materials.

MISTER HANDY ANNIHILATOR

Retrofitted for combat by the Rust Devils, the Mister Handy Annihilator is the most powerful Mister Hand variant at the Rust Devils' disposal. Equipped with flamers, buzzsaws, and a powerful explosive charge if disarmed, the Mister Handy Annihilator is best dealt with before it reaches you.

Level 9, Robot, Normal Character (67XP)

S	P	E	C	I	A	L
7	6	5	5	7	6	4
HP		INITIATIVE			DEFENSE	
14		12			1	
CARRY WEIGHT		MELEE BONUS			LUCK POINTS	
210 lbs.		+1 			0	
PHYS. DR		ENERGY DR		RAD. DR	POISON DR	
3 (All)		3 (All)		Immune	Immune	
SKILLS						
Big Guns ■			4	Repair		2
Explosives			3	Science		2
Medicine			2	Speech		2
Melee Weapons ■			4	(■ Tag Skill)		



ATTACKS

- **BUZZSAW: STR + Melee** (TN 11), 4 Piercing Physical damage
- **FLAMER: END + Big Guns** (TN 9), 3 Burst, Persistent, Spread, Energy damage, Range C, Fire Rate 4, Debilitating, Inaccurate
- **SELF DESTRUCT: END + Explosives** (TN 7) 8 Physical damage, Blast

SPECIAL ABILITIES

- **ROBOT:** The Mister Handy Annihilator is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO POISON:** The Mister Handy Annihilator reduces all Poison damage suffered to 0 and cannot suffer any damage from the effects of poison.
- **IMMUNE TO RADIATION:** The Mister Handy Annihilator reduces all Radiation damage suffered to 0 and cannot suffer any damage from the effects of radiation.
- **IMMUNE TO DISEASE:** The Mister Handy Annihilator is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **MISTER HANDY:** The Mister Handy Annihilator has 360° vision and improved sensory systems that can detect smells, chemicals, and radiation, reducing the difficulty of PEW tests that rely on sight and smell by 1. It moves by jet propulsion, hovering about the ground, unaffected by difficult terrain or obstacles.
- **SELF-DESTRUCT:** If all of a Mister Handy Annihilator's arms are injured, or it has been reduced to half or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Mister Handy Annihilator after it attempts this attack.

SPECIAL ABILITIES

- **JAGGED ARMOR:** When the Mister Handy Annihilator is targeted with a melee attack, if no hits are scored, the attacker suffers 2 Physical damage.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Mister Handy Annihilator with a successful **INT + Science** test with a difficulty of 1. This yields 2d20 Flamer Fuel, 2 Common materials with +1 AP per spent, and each Effect yields 1 uncommon materials.

ASSAULTRON DEVIL

When an assaultron is too heavily damaged to be used for other nefarious deeds, the Rust Devils use them to create Assaultron Devils. Lightly modified with additional scrap metal armor, the Assaultron Devil differs only slightly from the standard Assaultron. Having been through the minimum work required to get it battle ready. Its usual claws were replaced with a heavier construction variety, crushing the life out of any unfortunate raider the Rust Devils sic on them.

Level 9, Robot, Normal Creature (67XP)

BODY		MIND	MELEE		GUNS	OTHER
8		5	5		-	4
HP			INITIATIVE		DEFENSE	
17			13		1	
PHYS. DR		ENERGY DR		RAD. DR		POISON DR
3 (All)		3 (All)		Immune		Immune
ATTACKS						
■ CLAWS: BODY + Melee (TN 13), 4  Breaking Physical damage						

SPECIAL ABILITIES

- **ROBOT:** The Assaultron Devil is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO POISON:** The Assaultron Devil reduces all Poison damage suffered to 0 and cannot suffer any damage from the effects of poison.
- **IMMUNE TO RADIATION:** The Assaultron Devil reduces all Radiation damage suffered to 0 and cannot suffer any damage from the effects of radiation.
- **IMMUNE TO DISEASE:** The Assaultron Devil is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **NIGHT-VISION:** The Assaultron Devil can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible.
- **JAGGED ARMOR:** When the Assaultron Devil is targeted with a melee attack, if no hits are scored, the attacker suffers 2  physical damage.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Assaultron Devil with a successful **INT + Science** test with a difficulty of 1. This test yields 2  common materials, and each Effect yielding 1 uncommon material.

ASSAULTRON SUCCUBUS

Decorated with human skulls and bone, these terrifying Assaultrons have been modified to carry a short-range flamer and buzzsaw. Often heard before they are seen, the distinctive hum of a charging laser and roar of spinning blades is the final warning call of an Assaultron Succubus.

Level 13, Robot, Normal Creature (95XP)

BODY	MIND	MELEE	GUNS	OTHER
9	6	5	5	4

HP	INITIATIVE	DEFENSE
22	15	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	3 (All)	Immune	Immune

ATTACKS

- **BUZZSAW: BODY + Melee** (TN 14), 3  Piercing Physical damage
- **FLAME JET: BODY + Guns** (TN 14), 3  Burst, Persistent Energy damage, Close Quarters, Inaccurate, Limited
- **LASER: BODY + Guns** (TN 14), 9  Vicious Energy damage, Range L

SPECIAL ABILITIES

- **ROBOT:** The Assaultron Succubus is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO POISON:** The Assaultron Succubus reduces all Poison damage suffered to 0 and cannot suffer any damage from the effects of poison.
- **IMMUNE TO RADIATION:** The Assaultron Succubus reduces all Radiation damage suffered to 0 and cannot suffer any damage from the effects of radiation.
- **IMMUNE TO DISEASE:** The Assaultron Succubus is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.



SPECIAL ABILITIES

- **INTEGRATED WEAPONS:** If one of the Assaulttron Succubus' arms is injured, it can no longer attack with its flamer. Additionally, if both arms are injured, it cannot attack with its buzzsaw.
- **NIGHT-VISION:** The Assaulttron Succubus can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible.
- **JAGGED ARMOR:** When the Assaulttron Succubus is targeted with a melee attack, if no hits are scored, the attacker suffers 2 Physical damage.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Assaulttron Succubus with a successful **INT + Science** test with a difficulty of 1. This test yields 1 uncommon materials, and each Effect yields 1 fusion core.

ASSAULTRON GORGON

Welding two flaming shishkebabs, these assaulttrons are purposely built for hand-to-hand combat. One can always be found at Ivey's side as a testament to their proficiency and effectiveness, a personal honor guard providing her close combat support and extra firepower. Stronger and faster than other assaulttrons, the Gorgon often dives head first into combat, eager to eviscerate anything it doesn't recognize as friendly.

Level 14, Robot, Mighty Creature (204XP)

BODY	MIND	MELEE	GUNS	OTHER
11	6	5	4	4

HP	INITIATIVE	DEFENSE
50	17	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	4 (All)	Immune	Immune

ATTACKS

- **SHISHKEBAB:** **Body + Melee** (TN 16), 5 Piercing Energy Damage, Parry
- **LASER:** **BODY + Guns** (TN 15), 9 Vicious Energy damage, Range L

SPECIAL ABILITIES

- **ROBOT:** The Assaulttron Gorgon is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO POISON:** The Assaulttron Gorgon reduces all Poison damage suffered to 0 and cannot suffer any damage from the effects of poison.
- **IMMUNE TO RADIATION:** The Assaulttron Gorgon reduces all Radiation damage suffered to 0 and cannot suffer any damage from the effects of radiation.
- **IMMUNE TO DISEASE:** The Assaulttron Gorgon is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.

SPECIAL ABILITIES

- **DUAL WIELDING:** When the Assaultron Gorgon attacks with one of its shishkebabs, it may take a second major action for 1 AP so long as the second action is an attack with the other Shishkebab. It cannot use this ability if either of its arms are injured.
- **AGGRESSIVE:** The Assaultron Gorgon is quick to action when it senses prey. When the Assaultron Gorgon enters a scene, immediately generate 1 AP. If the Assaultron Gorgon is an ally then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **NIGHT-VISION:** The Assaultron Gorgon can see in complete darkness. It ignores all difficulty increases caused by dim light or darkness, and they may attempt skill tests that would normally be impossible.
- **JAGGED ARMOR:** When the Assaultron Gorgon is targeted with a melee attack, if no hits are scored, the attacker suffers 2  Physical damage.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Assaultron Gorgon with a successful **INT + Science** test with a difficulty of 1. This test yields 3  uncommon materials, and each Effect yields 1 fusion core.

SENTRY BOT RIPPER

RobCo Industries' finest fighting robot, or at least the Rust Devils' distorted vision of one. Scraped together from as many original parts as they can find, the Ripper is a ramshackle robot missing almost all of its armor plating. Instead, the robot is covered head to toe with whatever thick metal the Rust Devils can find, from barrels to door scraps. What is intact, however, are the Rippers' original weapons systems; despite showing signs of rust and wear from the wasteland, they remain fully operational.

Level 13, Robot, Normal Creature (95XP)

BODY	MIND	MELEE	GUNS	OTHER
8	7	4	4	3
HP	INITIATIVE	DEFENSE		
34	15	1		
PHYS. DR	ENERGY DR	RAD. DR	POISON DR	
5 (All)	4 (All)	Immune	Immune	

The Ferocious Sentry Bot Ripper

Sentry Bot Rippers are large, heavily armored combat robots designed for military purposes. These robots typically possess powerful weaponry making them a significant threat in combat. Sentry Bots are often deployed by military factions or found guarding high-security areas.



ATTACKS

- **CHAIN GUN: BODY + Guns** (TN 12), 5 Physical damage, Burst, Spread, Range M, Fire Rate 5
- **UNARMED: BODY + Melee** (TN 12), 8 Vicious Physical Damage
- **MISSILE LAUNCHER: BODY + Melee:** (TN 12) 11 Physical damage, Blast, Fire Rate 0, Range L.
- **SELF DESTRUCT: BODY + Melee:** (TN 12), 10 Radioactive Physical damage, Blast

SPECIAL ABILITIES

- **ROBOT:** The Sentry Bot Ripper is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO POISON:** The Sentry Bot Ripper reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Sentry Bot Ripper reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Sentry Bot Ripper is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **BIG:** The Sentry Bot Ripper is bigger than most characters, towering over them. The robot receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+
- **KEEN SENSES:** One or more of the Sentry bot Ripper's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0)

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Sentry Bot Ripper may 'let rip' with a volley from its Chain Gun. This adds the weapon's Fire Rate of 5 to the weapon's damage for a single attack (for 10 total), and allows them to use the Burst damage effect without spending ammo.
- **AGGRESSIVE:** The Sentry Bot Ripper is quick to action when it senses prey. When the Sentry Bot Ripper enters a scene, immediately generate 1 AP. If the Sentry Bot Ripper is an ally then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **MODIFIED SELF-DESTRUCT:** If both of the Sentry Bot Ripper's arms are injured, or it has been reduced to a quarter or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Sentry Bot Ripper after it attempts this attack.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Sentry Bot Ripper with a successful **INT + Science** test with a difficulty of 1. This yields 1 fusion core, 2 units of common materials with +1 per AP spent, and each effect yields 1 uncommon material.

SENTRY BOT CARNAGE

When the Rust Devils are lucky enough to scavenge a Sentry Bot, carnage follows soon after. Slightly sturdier than the first generation of sentry bots deployed by the U.S. military before the Great War, the Carnage possesses greater armaments and firepower thanks to its unstable fusion core. Its outer armor removed and replaced with carefully welded metal plates, creating an imposing figure on the battlefield or patrol.

Level 16, Robot, Normal Creature (116XP)

BODY	MIND	MELEE	GUNS	OTHER
10	7	4	5	3
HP	INITIATIVE	DEFENSE		
42	17	1		

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	5 (All)	Immune	Immune
ATTACKS			
■ GATLING LASER: BODY + Guns (TN 15), 3  Piercing Energy damage, Burst, Range M, Fire Rate 6, Gatling, inaccurate ■ GAMMA GUN: BODY + Guns (TN 15), 3  Piercing Radiation Damage, Stun, Blast, Range M, Fire Rate 1, Inaccurate ■ UNARMED: BODY + Melee (TN 14), 8  Vicious Physical damage ■ SELF DESTRUCT: BODY + Melee: (TN 14), 9  Radioactive Energy damage, Blast			
SPECIAL ABILITIES			
■ ROBOT: The Sentry Bot Carnage is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (<i>Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat</i> p.34). ■ IMMUNE TO POISON: The Sentry Bot Carnage reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison. ■ IMMUNE TO RADIATION: The Sentry Bot Carnage reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation. ■ IMMUNE TO DISEASE: The Sentry Bot Carnage is immune to the effects of all diseases, and they will never suffer the symptoms of any disease. ■ BIG: The Sentry Bot Carnage is bigger than most characters, towering over them. The robot receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+. ■ KEEN SENSES: One or more of the Sentry bot Carnage's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other PER tests by 1 (to a minimum of 0)			

SPECIAL ABILITIES
■ LET RIP: Once per combat, the Sentry Bot Carnage may 'let rip' with a volley from their Gatling Laser. This adds twice the weapon's Fire Rate of 6 to the weapon's damage for a single attack (for 15  total), and allows them to use the Burst damage effect without spending ammo. This includes the effects of the weapon's Gatling quality. ■ AGGRESSIVE: The Sentry Bot Carnage is quick to action when it senses prey. When the Sentry Bot Carnage enters a scene, immediately generate 1 AP. If the Sentry Bot Carnage is an ally, then this goes into the group pool. If the Sentry Bot Carnage is an enemy, it goes into the GM's pool. ■ MODIFIED SELF-DESTRUCT: If both of the Sentry Bot Carnage's arms are injured, or it has been reduced to a quarter or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Sentry Bot Carnage after it attempts this attack.
INVENTORY
■ SALVAGE: Scavengers can salvage from a destroyed Sentry Bot Carnage with a successful INT + Science test with a difficulty of 1. This yields 1 fusion core, 2  common materials with +1  per AP spent, and each Effect yields 1 uncommon material.

SENTRY BOT BUTCHER

Armed with the heaviest weapons the gang can get its hands on, the Sentry Bot Butcher is truly a walking fortress. With enough firepower to take on an entire squad of raiders, the Rust Devils reserve the use of these units for raids and missions of the utmost importance. Some unfortunate souls may also find themselves facing off against a butcher by wandering slightly too close to the Rust Devils Hideout while they are out on patrol.

Level 18, Robot, Mighty Creature (260XP)

BODY	MIND	MELEE	GUNS	OTHER
12	7	4	5	4

HP	INITIATIVE	DEFENSE
96	19	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
5 (All)	5 (All)	Immune	Immune

ATTACKS
■ HEAVY INCINERATOR: BODY + Guns (TN 17), 5  Energy damage, Burst, Persistent, Spread, Range M, Fire Rate 3, Debilitating ■ CHAIN GUN: BODY + Guns (TN 17), 5  Physical damage, Burst, Spread, Range M, Fire Rate 5 ■ UNARMED: BODY + Melee (TN 16), 8  Vicious Physical damage ■ MISSILE LAUNCHER: BODY + Guns: (TN 12), 11  Physical damage, Blast, Range L ■ SELF DESTRUCT: BODY + Melee: (TN 16), 9  Radioactive Physical damage, Blast

SPECIAL ABILITIES
■ ROBOT: The Sentry Bot Butcher is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (<i>Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat</i> p.34).

SPECIAL ABILITIES

- **IMMUNE TO POISON:** The Sentry Bot Butcher reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO RADIATION:** The Sentry Bot Butcher reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO DISEASE:** The Sentry Bot Butcher is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **BIG:** The Sentry Bot Butcher is bigger than most characters, towering over them. The robot receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **KEEN SENSES:** One or more of the Sentry bot Butcher's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0)
- **LET RIP:** Once per combat, the Sentry Bot Butcher may 'let rip' with a volley from their Chain Gun. This adds the weapon's Fire Rate of 5 to the weapon's damage for a single attack (for 10  total), and allows them to use the Burst damage effect without spending ammo.
- **AGGRESSIVE:** The Sentry Bot Butcher is quick to action when it senses prey. When the Sentry Bot Butcher enters a scene, immediately generate 1 AP. If the Sentry Bot Butcher is an ally then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **MODIFIED SELF-DESTRUCT:** If both of the Sentry Bot Butcher's arms are injured, or it has been reduced to a quarter or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Sentry Bot Butcher after it attempts this attack.

INVENTORY

SALVAGE: Scavengers can salvage from a destroyed Sentry Bot Butcher with a successful **INT + Science** test with a difficulty of 1. This yields 1 fusion core, 12+6 🔧 shots of Flamer Fuel, and 3 🔧 units of common materials with +1 🔧 per AP spent, and each Effect yields 1 uncommon material.

AHAB

In the depths of the Fort Hagen satellite array sits the Rust Devils' masterpiece, a heavily customized sentry bot crowned with the skull of a deathclaw known as Ahab. Ivey constructed this mechanical terror to further her goal of defeating the Mechanist. Ahab usually stands guard over the Rust Devils' stash, ensuring anyone with sticky fingers quickly finds themselves on the wrong end of a barrel. Once active, Ahab cares only for the safety of its fellow Rust Devils and will use any means at its disposal.

**Level 16, Robot,
Legendary Creature (348 XP)**

BODY	MIND	MELEE	GUNS	OTHER
12	8	4	5	4

HP	INITIATIVE	DEFENSE
132	20	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	5 (All)	Immune	Immune

ATTACKS

- **HEAVY INCINERATOR:** BODY + Guns (TN 17), 5 🔧 Energy damage, Burst, Persistent, Spread, Range M, Fire Rate 3, Debilitating
- **UNARMED:** BODY + Melee (TN 16), 8 🔧 Vicious Physical Damage
- **MISSILE LAUNCHER:** BODY + Melee: (TN 12) 11 🔧 Physical damage, Blast, Fire Rate 0, Range L.
- **SELF DESTRUCT:** BODY + Melee: (TN 12), 10 🔧 Radioactive Physical damage, Blast

The Sensational Ahab

Ahab's ability to survive and dominate is absolutely staggering. It serves as a formidable and dangerous opponent, in terms of its combat abilities, its capacity to withstand harsh environments and its drive to overcome any obstacle in its path.

Many people speculate on the true nature of this machine through whispers among the scattered settlements and around campfires; the legend that is Ahab will endure.



SPECIAL ABILITIES

- **ROBOT:** Ahab is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (*Fallout: The Roleplaying Game: Core Rule Book Chapter 2: Combat* p.34).
- **IMMUNE TO HACKING:** Ahab's advanced security protocols prevent it from being hacked. Any Science tests attempting to hack Ahab automatically fail.
- **IMMUNE TO POISON:** Ahab reduces all Poison damage suffered to 0 and cannot suffer any damage from the effects of poison.
- **IMMUNE TO RADIATION:** Ahab reduces all Radiation damage suffered to 0 and cannot suffer any damage from the effects of radiation.
- **IMMUNE TO DISEASE:** Ahab is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **AHAB'S SENTRY HEAD:** Once per combat before making an Unarmed attack, Ahab may activate its sentry head. Bathing their whole body in flames as they hurtle towards their target. If an effect is rolled, this attack inflicts Energy Damage rather than Physical and gains the Persistent effect. If Ahab has used this ability already during combat, Ahab gains an additional use of this ability once it has been reduced to half or fewer of its maximum HP.
- **BIG:** Ahab is bigger than most characters, towering over them. The robot receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a Critical Hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

SPECIAL ABILITIES

- **KEEN SENSES:** One or more of Ahabs' senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0)
- **LET RIP:** Once per combat, Ahab may 'let rip' with a volley from their Heavy Incinerator. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 8  total), and allows them to use the Burst damage effect without spending ammo.
- **AGGRESSIVE:** Ahab is quick to action when it senses prey. When the Sentry Bot Butcher enters a scene, immediately generate 1 AP. If the Sentry Bot Butcher is an ally then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **MODIFIED SELF-DESTRUCT:** If both of Ahab's arms are injured, or it has been reduced to a quarter or fewer of its maximum HP, it will move towards the nearest enemy and use its major action to self-destruct. This self-destruct is an attack centered upon itself and destroys the Ahab after it attempts this attack

INVENTORY

Ahab Sentry Head

- **SALVAGE:** Scavengers can salvage from Ahab with a successful **INT + Science** test with a difficulty of 1. This yields 2 fusion cores, 3  units of common materials with +1  per AP spent, and each Effect yields 1 uncommon material.



Chapter Two

SCAVENGING

NEW EQUIPMENT

ENERGY WEAPONS

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Flame Jet	Energy Weapon	3 	Burst, Persistent	Energy	3	C	Close quarters, Inaccurate Limited	3	125	3
Tesla Rifle	Energy Weapon	5 	Arc	Energy	2	M	Two-Handed	8	180	4
Assaultron Head	Energy Weapon	5 	Piercing 1	Energy	0	C	Unstable Radiation	8	500	3

FLAME JET

Ammunition: Flamer Fuel

Scraped together from spare parts, this repurposed fire hose takes its name a little too literally. Trading size for range, this weapon is perfect for immolating foes close up, though its lack of causing makes it quite unsubtle for anyone with skin.

Special: Flame Jets are integrated into the arms of robots and can't be used as a handheld weapon.

TESLA RIFLE

Ammunition: Energy Cells

A creation by Ivey, this odd blend of advanced technology and jury-rigged components shoots deadly arcs of electricity that jump from enemy to enemy, injuring anyone caught nearby.

ASSAULTRON HEAD

Ammunition: Energy Cells

The head of an Assaultron contains a high-yield laser emitter shielded behind sturdy armor plating. Assaultrons use this laser to blast the enemy as they close into melee. The laser uses a capacitor to build up an extremely powerful charge, which requires considerable energy for each fully charged blast. Due to the solid design, the head can be used as an impromptu hand-held laser.

Special: Firing an Assaultron Head consumes two shots of ammunition each time it fires. Each capacitor mod for the Assaultron Head increases the damage and the number of shots consumed. You may reduce the number of shots consumed, reducing the damage by -1  for each shot consumed fewer than normal (for a minimum of 4 damage and 1 shot consumed).

MELEE WEAPONS

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Mister Handy Buzz Blade	Melee Weapon	4 	Vicious	Physical	Two-Handed	10	50	2

WEAPON EFFECTS

- **Arc:** Each Effect rolled automatically hits one additional target within Close range of the primary target. Each additional target suffers half the rolled damage (rounded up). Unlike Burst, *this does not cost additional ammunition*.

WEAPON QUALITIES

- **Limited:** A limited weapon can only be used to make an attack at its ideal range.
- **Unstable Radiation:** This was never designed to be used as a handheld weapon. When attacking with a weapon, each complication you inflicts 2  Radiation damage from radioactive feedback. A weapon may not have both Reliable and Unstable Radiation.

ARMOR

ROBOT ARMOR

The Rust Devils excel at repurposing robots they “recover” around the Commonwealth. Not limited to reprogramming, but also reusing anything that cannot be turned to their purposes, down to using their recent converts’ armor and steel bodies to protect themselves. Although bulkier than most metal armor, the protection it provides is impressive.

Body, arm, and leg armor are usually created by welding together whatever is on hand. The helmets, however, are a different story, often consisting of the repurposed outer shells from eyebots, assaultrons, or sentry bots.

Each piece of Robot Armor other than helmets can accept two mods, one of which is a Material, the other of which is an Upgrade. Robot Armor helmets may only accept a Material mod. For mods applied to Torso armor, double the weight and cost. All Robot Armor Material mods are **installed with the Repair skill**.



Robot Armor

DOG ARMOR ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Robot Armor Chest Piece	2	2	0	Torso	8	25	2
Robot Armor Arm	2	2	0	Arm	4	10	2
Robot Armor Leg	2	2	0	Leg	4	10	2
Robot Armor Helmet	2	2	0	Head	4	10	2
Sturdy Robot Armor Chest Piece	3	3	0	Torso	16	100	3
Sturdy Robot Armor Arm	3	3	0	Arm	8	60	3
Sturdy Robot Armor Leg	3	3	0	Leg	8	60	3
Sturdy Robot Armor Helmet	3	3	0	Head	8	60	3
Heavy Robot Armor Chest Piece	4	3	0	Torso	25	175	4
Heavy Robot Armor Arm	4	3	0	Arm	13	110	4
Heavy Robot Armor Leg	4	3	0	Leg	13	110	4
Heavy Robot Armor Helmet	4	3	0	Head	13	110	4

ROBOT MODULE

AHAB SENTRY HEAD

A trophy from the Rust Devil sentry bot, Ahab, once the crowned glory of the gang. From the bleached and snarled deathclaw skull, its horns and forehead are encased in metal, with a powerful laser bulging from one of its eye sockets. From its shape and design, the weapon burns away the resolve—and their flesh—of anyone standing before its wielder.

Players may attach this head as a robot mod using the following table to any robot they can modify using the following table. Once installed, this sentry bot head can burn your enemies foolish enough to get within its range.

MOD	EFFECTS	WEIGHT	COST	RARITY	PERKS
Ahab Sentry Head	Once per combat, you may activate this head when making a melee attack. If an Effect is rolled, the attack inflicts Persistent Energy damage instead.	Repair	4	6	Robotics Expert 2, Science! 2

DANGEROUS OBJECTS

ASSAULTRON TOTEM

A severed assaultron head welded to an amalgam of robot and engine parts resembling a vaguely humanoid shape surrounded by laser tripwires. These unusual traps are found within the Rust Devils' base and effectively deter would-be trespassers.

Special: The Assaultron Totem can be disarmed with an **AGI + Energy Weapons** test at a difficulty of 2. Once disarmed, the totem can be looted for 1  common materials, and an Effect yields an Assaultron Head.

OBJECT	TRIGGERED BY	TEST	DAMAGE
Assaultron Totem	Laser tripwire (action, entering a zone)	AGI + Survival difficulty 2	5  Piercing Energy damage to everyone in the zone.

ROLL TABLES

The Rust Devils can be substituted for any appropriately leveled robot or raider encounter found in the *Fallout: The Roleplaying Game Gamemaster's Toolkit*, however here are some extra ideas to get you rolling.

D20 ROLL	ENCOUNTERS
1-2	SCAVENGING PATROL: The PCs come across a group of Rust Devils scavenging a destroyed automatron. The leader shouts at the group to get moving as she brandishes a weapon in their direction. The PCs can make an AGI + Sneak test with a difficulty of 2 to wait until the Rust Devils leave. Failure means the Rust Devils' attack. If they do this, they may scavenge the remains of the bot at a +2 difficulty.
3-4	CARAVAN AMBUSH: The PCs hear screams and gunfire in the distance. Upon investigation, they find a well-armed Rust Devils patrol attacking a merchant's caravan. For higher levels, the Rust Devils are accompanied by a Sentry Bot of an appropriate level.
5-6	GANG FIGHT: A band of Rust Devils and another local faction are fighting amongst themselves (<i>Fallout: The Roleplaying Game Gamemaster's Toolkit</i> , p. 24).
7-8	SHELTERED DROID: A terrified domesticated Mister Handy approaches the PCs, claiming a group of Rust Devils has been chasing it for parts. It's now late for dinner and wishes to be escorted home.

D20 ROLL	ENCOUNTERS
9-10	HEYWIRE ROBOT: The PCs find a group of Rust devils fighting their own robots. An error in programming has caused them to recognize a nearby ghoul as their true master and defend it to the death.
11-12	TRAPPED DROIDPARTS: The PCs come across a locked shed surrounded by 2 + 2  laser mines and two assaultron totems (p. 33). The PCs can disarm the traps with a PER + Explosives roll at a difficulty of 2 and pick the lock with a PER + Lockpick test at a difficulty of 3. Failure triggers the mines. Success means the traps are disarmed, and the shed's contents can be collected. INSIDE IS A STASH OF PARTS THE RUST DEVILS COULDN'T CARRY BACK WITH THEM CONTAINING: 1 + 2  fusion cores, 1 rare materials, and the remnants of a Mister Handy that can be scavenged.
13-14	AMBUSH PROTOCOL: The PCs are approached by a Mister Handy Annihilator festooned in a higher-than-usual number of skulls and bones. It asks the PCs for help finding its master's teddy bear, leading to a darkened house. A group of Rust Devils is inside the house, ready to ambush the PCs. The Mister Handy is quite insistent. However, a PC can make an opposed CHA + Speech test opposed to convince the Mister Handy that the PCs are not helpful and attempt to escape. Failure means the Rust Devils and the Mister Handy attack the PCs.
15-16	RUST DEVIL PROPAGANDA: An eyebot reprogrammed by the Rust Devils is found floating in the wastelands, broadcasting that all robots in the area are the property of the Rust Devils, and any thieves will be dealt with. It also proclaims any grudges Ivey holds against any faction or rival gang leader.
17-18	TRAVELING MERCHANT: The PCs are approached by a traveling merchant with an entourage of Rust Devil Automatrons. The merchant wants to buy robot mods and parts but seems very nervous about selling any. An opposed CHA + Speech test convinces the trader to part with some of their wares, at which point the robot guard attacks them and you.
19	ROBOT REMAINS: The PCs come across the site of a fierce battle with half a dozen Rust Devils' corpses. At the center of the carnage, sparking and shaking Sentry Bot Butcher. Its systems attempt to fire on their approach while emitting insistent and accelerating beeps. The PCs can loot the corpses with a PER + Athletics with a difficulty of 1 (+1 to difficulty for each additional corpse looted), disarm the sentry bot with an INT + Repair with a difficulty of 4, or flee. If not disarmed, the Self Destruct ability of the Sentry Bot Butcher triggers, destroying all the surrounding corpses and loot.
20	RUST DEVILS DECENTER: The PCs find Hank, a Brotherhood of Steel scribe who the Rust Devils captured. Having broken the Brotherhood's oaths and escaped from the Rust Devils, he hopes to start a new life somewhere safe, far away from either group. In truth, he secretly stole a rare robot mod from the Rust Devils and intends to sell it to the Brotherhood in an attempt to rebuy their favor. Hank offers bottle caps and assistance in modding weapons as a reward. If the players instead choose to kill Hank, they find Holotags and a Tesla Coil robot mod on his body.

FORT HAGEN SATELLITE ARRAY

LEVEL 12 — COMPLEX

“Just on the top of the hill, amidst a spur of burned-out trees, you can see those humongous dishes. They dominate the sky above the encampment, visible for miles. The Rust Devils calling this place their hideout seems almost ironic. In the Old World, the army used this place, tirelessly communicating to keep this country safe from the red threat. It failed. But given its new and old inhabitants, you can only begin to imagine what treasures could be found inside.”

The Fort Hagen satellite array is a large complex with three levels for PCs to explore and fight through. As the home base of the Rust Devils, players can expect heavy resistance to their adventures, but with this danger also comes the opportunity for riches. Being one of the most technologically advanced Raider gangs, The satellite array is a good source of rare ammunition and components, from fusion cores to mini nukes; they can all be found here.

Bespoke Foes For Any Level

The encounters presented here are guidelines for a **level 12 location** and are **based around four PCs**. If the PCs are significantly higher or lower in level, or there are more or fewer PCs in the group, adjust the location proportionality using the location rules (*Fallout: The Roleplaying Game, Chapter 5: Survival*, p.197–199 and the *Gamemaster’s Toolkit*, p.20).

SCALE	LOCATION CATEGORY	DEGREE	NUMBER OF ZONES
Large	Military	Mostly Searched	(4) Satellite Array Campgrounds, Fort Hagen Hangar, Rust Devils Chopshop, Ivey’s Workshop

OBSTACLES AND THREATS

- **Devils Lair:** Fort Hagen satellite array is home to the Rust Devils, a gang led by **Ivey** and backed up by **Ahab**, her modified sentry bot.
- **Rust Devil Patrol:** Patrols of Rust Devils usually consist of one or two Human Rust Devils with at least three Robots.
- **Defense Turrets:** Fort Hagen satellite array is defended by **Mk I Machine Gun Turrets** (*Fallout: The Roleplaying Game*, pg.377) and can be found anywhere in the facility.
- **Hidden Traps:** The Rust Devils rigged the array to be as deadly as possible to the unobservant or unknowing. Whenever a PC enters a new room or corridor, roll 3  and for each Effect, add one trap or hazard. Laser mines and assaultron totems (p. 33) are the most common traps.
- **Assaultron Totems:** The area leading up to the array is also littered with assaultron totems (p. 33). If triggered, a totem inflicts 5  Piercing Energy damage to anyone in the zone. The tripwires can be disarmed with an **AGI + Energy Weapons** test with a difficulty of 2. Once disarmed, the PCs can loot the totem for 1  common materials, and an Effect yields an Assaultron Head (p. 30).

SATELLITE ARRAY CAMPGROUNDS

“The first thing that strikes you on your approach to the camp is the true scale of the dishes up close, large enough that the occupants have been able to build small structures and bridges between them. Keeping them safe from roaming mongrels and beats.

The second thing that strikes you is the skulls. Bones and tangled wires decorate the walls, trophies of prior battles and raids. It would be unsettling if they were Brahmin skulls, but no, these crimson-stained skeletons are definitely human”

OBSTACLES AND THREATS

- **Gas Jets:** The makeshift barricade entrance around the Satellite array is armed with a tripwire connected to flammable jets. Any PC attempting to enter the camp via the main entrance makes an **AGI + Athletics** test with a difficulty of 2. On a failure, a PC suffers 4  Persistent Energy damage.
- **Lockjaw:** The Rust Devil in charge of external security is not the most attentive of the gang. The PCs may attempt an **AGI + Sneak** test with a difficulty of 3 to avoid detection. If any PC spends Luck points to re-roll this test, they discover that Lockjaw is asleep, reducing the difficulty to 2. However, the PCs must reattempt this test whenever they encounter an obstacle. On a failure, Lockjaw wakes up, the Rust Devils Patrol immediately becomes hostile, and both attack the intruders.

- **Rust Devil Patrol:** The Satellite Array Camp is under constant watch. The patrol consists of a **Lockjaw** (p. 12), a **Rust Devil Fiend** (p. 10), up to two **Protectron Scourges** (p. 15) or **Mister Handy War Machines** (p. 18), and a **Mister Handy Annihilator** (p. 19).
- **Defense Turrets:** The outer camp is defended sleeplessly by two **Mk I Machine Gun Turrets**.
- **Locked Hatch:** A small but sturdy-looking hatch is built into the floor at the base of a Satellite Dish. Footprints lead to and from the hatch, but it is locked tight upon inspection. The PCs can hack a computer terminal found on a small bridge above the camp with an **INT + Science** test with a difficulty of 3 to open the hatch. Once opened, it leads to **Fort Hagen Hangar**.

LOOT

Once the area has been cleared, the PCs may find the Locked Hatch's password and a data log while searching the area. The password allows the PCs to bypass the computer terminal. The data log reads: “Right, everyone, something’s gone wrong with Ahab. Took them out to test, and the piece of junk went wild. Started shootin’ up everything! I’ve put ‘em in the stash till I can get the parts. Till then, DON’T TOUCH ANYTHING!”

When scavenging the campgrounds, the PCs may take 30 minutes to make a **PER + Survival** test with a difficulty of 2. On a success, the PCs find the minimum items from the camp area based on the following loot table. The PCs may spend AP to make additional rolls on any category up to the maximum.

Recommended Loot Table

AMMUNITION	ARMOR	ODDITIES	CLOTHING	WEAPONS	JUNK
0-3	1-3	1-3	1-3	1-3	2-3
(9x .308mm Rounds, 16x Fusion Cells, 15x Flamer Fuel)	(Robot Armor Chest, Robot Armor Arms, Robot Armor Legs, Robot Armor Helmet)	(Radio, Robot Repair Kit, 1-2 weapons mods)	(Road Leathers, Welder’s Visor, Long Johns)	(Pipe Rifle, Pipe pistol, Assaultron Head Pistol, Pipe wrench)	(20 Junk +5 AP spent)

FORT HAGEN HANGAR

"Water drips down the walls around you as you descend the short ladder, your footsteps echoing along the surrounding concrete walls. The air is cool but reeks of oil and smoke, something you had best get used to as the hatch above closes you off from the Commonwealth. The home base of the Rust Devils lies before you, a sprawling underground complex of interconnected workshops, hangers, and scrap stashes. All, of course, bustling with Rust Devils."

OBSTACLES AND THREATS

- **Assaultron Totems:** This area contains 3  Assaultron Totems.
- **Defence Turrets:** This area contains two **Mk I Machine Gun Turrets**.
- **Cage Lock:** The cage houses a complete set of Raider Power Armor that is locked and requires a **PER + Lockpick** test with a difficulty of 4 to unlock it.

LOOT

Item listing for the area.

AMMUNITION	ARMOR	ODDITIES	CLOTHING	WEAPONS	JUNK
2-3 (Fusion core x2, rocket)	1-3 (Sturdy Robot Armor Chest Piece, Heavy Robot Armor Leg, Heavy Robot Armor Arm, Painted Robot Armor Helmet)	0-3 (Missile launcher, Pipe Bolt Action, Assault Rifle, Assaultron Head Pistol)	1-3 (Long johns, Welders Visor, Lab Coat)	2-3 (Robot Repair Kit, Jet, DADDY-O)	0-3 (15 Junk + 5 AP spent, 3 Uncommon materials, 1 Rare Materials)

- **Rust Devil Patrol:** While less defended than the exterior, this patrol group might be preparing to set out to scavenge the Commonwealth or are returning with a plethora of scavenged robots and components. The Rust Devil Patrol consists of a **Rust Devil Cutter** (p. 9), a **Rust Devil Welder** (p. 7), two **Protectron Scourges**, a **Mister Handy War Machine**, and an **Assaultron Devil** (p. 20).
- **Ahab:** Ahab remains inactive in the room but will activate and attack any intruders when they attempt to loot the stash of weapons, armor, and junk.

NESTED AREAS

- **Rust Devil Stash:** At the end of a short corridor lies the Rust Devils' stash, a sprawling room filled with weapons, armor, and junk. Standing proudly at the base of a short ramp sits a small cage containing a full suit of power armor. At the top of the ramp, **Ahab** (p. 27) is inactive until the PCs take any of the loot from this area. Across the room, a torn-up doorway leading further into the complex to the **Rust Devil Chopshop**.

RUST DEVIL CHOPSHOP

"Sparks fly, and the air is filled with screeching metal. Here, robots unfortunate enough to find themselves in the Rust Devils' clutches are repurposed or reprogrammed by their new masters. Robot chassis are heaped against the walls and amongst derelict pre-war military vehicles. You swear you see the light blinking silently on the head of a slumped robot. Maybe it's on, or might that just be a trick of the light."

LOOT

Item listing for the area.

AMMUNITION	ARMOR	ODDITIES	CLOTHING	WEAPONS	JUNK
1-3	0-3	2-3	0-3	1-3	2-3
(9x .308mm Rounds, 16x Fusion Cells, 15x Flamer Fuel, 7x Shotgun Shells, 11x 5.56mm rounds)	(Robot Armor Chest, Robot Armor Arms, Robot Armor Legs, Robot Armor Helmet)	(Radio, Robot Repair Kit, 1-2 weapons mods)	(Road Leathers, Welder's Visor, Long Johns, Utility Overalls, Military Fatigues)	(Pipe Rifle, Pipe pistol, Assaultron Head Pistol, Pipe wrench, Power Fist, Shishkebab, Flamer)	(20 Junk +5 per AP spent)

IVEY'S WORKSHOP

"Shadows dance around you, cast by flickering forge flame. The heavy scent of smoke fills your nostrils, each breath kicking up loose soot that clings to every surface. Robotic carcasses hang from the ceiling, and bones scatter the floor. You see now the origin of their name, for even in the wastelands, this place is a living hell. Inside this sanctum, Ivey stands, forging her mechanical devils. Surrounded in fire and oil, incandescent as solder sparks, as the wired eye of an assaultron paints the world red."

OBSTACLES AND THREATS

- **Ivey:** In her workshop, the PCs encounter Ivey, leader of the Rust Devils. Be wary. She is seldom alone.
- **Assaultron Gorgon:** A trio of Assaultron Gorgons (p. 22) stands vigil over Ivey and her workshop, ready to attack intruders by Ivey's command.

OBSTACLES AND THREATS

- **Assaultron Totems:** This area contains 3  Assaultron Totems.
- **Rust Devil Patrol:** A single Rust Devil is hard at work surrounded by half-dismantled robot remains within the chopshop. The patrol consists of a **Rust Devil Splicer** (p. 10), an **Assaultron Succubus** (p. 21), a **Mister Handy War Machine**, and four **Protectron Devils** (p. 14).
- **Hidden Traps:** The area has pockets of **open flame** and **electrical discharges**. In addition, canisters containing **flammable gas** also line the room (see *Fallout: The Roleplaying Game*, Chapter 2: *Combat*, p. 39).

- **Active Forges:** The forges in Ivey's workshop produce **open flames**. A stray shot or misfire may cause sparks or molten scraps of metal to fly out, inflicting 2  Energy damage to everyone in the zone.
- **High-Security Case:** A locked weapons case is near Ivey's private quarters. A successful **PER + Lockpick** test with a difficulty of 5 opens the container revealing a **Fat Man** and 2 **mini-nukes**.

CLEARANCE REWARDS

After clearing the Rust Devils from the base, the PCs can use Fort Hagen to create a settlement. Otherwise, Fort Hagen does not stay empty for long; a passing Brotherhood of Steel chapter takes up residence shortly after the occupants are evicted. However, despite its strong defenses, the settlement will likely be assaulted by any Rust Devil remnants as time passes.

2d20

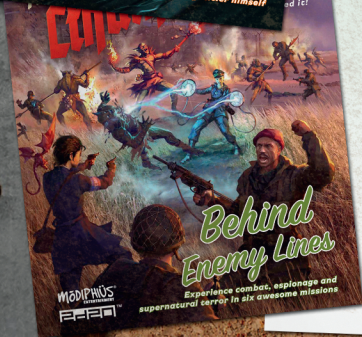
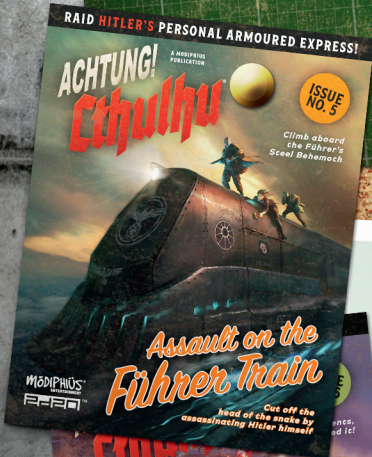
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